

AMENDMENTS TO THE CLAIMS:

Claim listing:

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1. (Currently Amended) A gaming system comprising:
- (A) a gaming machine comprising:
- (1) a display arranged to display a credit amount;
- (2) a medium generator arranged to generate a medium comprising a machine-readable validation code and a non-machine-readable credit amount to the exclusion of a machine-readable credit amount;
- (3) a reader unit arranged to read the validation code from the medium; and
- (4) a network interface;
- (B) a network; and
- (C) a central authority arranged to store the validation code and a credit amount received from the network in response to generating the medium, arranged to validate the validation code and arranged to transmit the stored credit amount through the network to the interface in response to validation of the validation code, the credit amount being displayed on the display.
2. (Previously Presented) A gaming system according to claim 1 wherein the gaming machine comprises a slot machine.

3. (Previously Presented) A gaming system according to claim 1 wherein the medium comprises a ticket and wherein the medium generator comprises a ticket printer.

4. (Previously Presented) A gaming system according to claim 1 wherein the gaming machine generates a cashout signal in response to manual activation.

5. (Canceled)

6. (Previously Presented) A gaming system according to claim 4 wherein the medium generator is responsive to the cashout signal.

7. (Currently Amended) A gaming system according to claim 4 wherein the central authority is arranged to service a plurality of gaming machines including a plurality of interfaces and wherein the central authority transmits to the interface interfaces through the network a validation code codes before a cashout signal is signals generated.

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8. (Previously Presented) A gaming system according to claim 1 wherein the central authority determines whether the medium read by the reader unit has been redeemed.

9. (Previously Presented) A gaming system according to claim 1 wherein the central authority stores a medium type received from the network in response to generating the medium and wherein the central authority transmits the medium type to the interface over the network in response to validation of the validation code.

10. (Currently Amended) In a gaming system comprising a gaming machine, a method of validating a medium comprising:

generating a machine-readable validation code and a non-machine-readable credit amount on the medium;

excluding a machine-readable credit amount from the medium;

reading the validation code from the medium;

storing the validation code and a credit amount in response to generating the validation code on the medium;

validating the validation code;

transmitting the stored credit amount to the gaming machine in response to validation of the validation code; and

displaying the credit amount.

11. (Previously Presented) A method according to claim 10 wherein the gaming machine comprises a slot machine.

12. (Previously Presented) A method according to claim 10 wherein generating a machine-readable validation code on the medium comprises printing the validation code on the medium.

13. (Previously Presented) A method according to claim 10 and further comprising generating a cashout signal in response to manual activation.

14. (Previously Presented) A method according to claim 13 wherein the generating a machine-readable validation code is responsive to the cashout signal.

15. (Currently Amended) A method according to claim 13 wherein the gaming system comprises a plurality of gaming machines and wherein the validation code created by generating the machine readable validation code is stored in a plurality of the gaming machine machines before the cashout signal is signals are generated in the plurality of gaming machines.

16. (Previously Presented) A method according to claim 10 and further comprising determining whether the medium bearing the validation code read by the step of reading has been redeemed.

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17. (Previously Presented) A method according to claim 10 and further comprising storing a medium type in response to generating a machine readable validation code on the medium and transmitting the medium type to the gaming machine in response to validating the validation code.

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